

INLINE HOCKEY OFFICIALS' MANUAL

FOR REFEREES

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Second Edition - 1997

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ORIGINAL WRITTEN BY

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THIS EDITION

MODIFIED and UPDATED BY NZIHA JANUARY 2006

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FORWARD

This manual has received valuable input from the Australian Ice Hockey Federation Inc. (AIHF), Australian In-Line Hockey Association Inc (AILHA), Canadian Hockey Association (CHA), USA Hockey, USA Hockey In-Line, and the International Ice Hockey Federation (IIHF).

This manual is based upon the procedures used in Australia, under the jurisdiction of the Australian In-Line Hockey Association Inc. (AIHLA), for In-Line hockey officials under the guidelines established by the International Ice Hockey Federation.

The procedures outlined in this manual are to enhance the performance of the officials while performing their duties.

The officials must remember that the primary reason for our involvement is to administer the game according to the rules in order to provide a safe environment for the players to enjoy the game

OFFICIALS' CODE of ETHICS

Each official shall maintain the highest possible standards of personal integrity, competence, sound judgement and discretion. Each official has the following obligation to himself, his peers, and the game:
I will...

- do the best job I can in each game, no matter what the category of hockey;
- always show respect for my fellow officials, the players, coaches and fans;
- study and continue to improve my knowledge of the IIHF In-Line playing rules, policies and procedures;
- represent myself and the rules of the game as fairly and as accurately as possible at all times;
- always be unquestionably impartial, keeping a professional and appropriate distance from teams;
- understand that the use alcohol is not encouraged and is totally unacceptable on game days. The use of drugs is against the law.
- uphold the philosophy and right of all hockey participants to fair play and penalise accordingly all violent acts.
- raise the standard of play in each game that I officiate;
- be supportive of my fellow on-floor and off-floor officials at all times, even when I am a spectator;
- accept the fact that I will make mistakes, but I will not get frustrated or let this learning process affect my performance or my professionalism;
- contribute to the continuing growth of the officials within my Association through support, encouragement and a positive attitude;
- respect and accept constructive feedback from supervisors and the assignments I receive from my administrators.

OFFICIALS' EQUIPMENT

Minimum Equipment Requirements

- Black hockey helmet in good condition with chin strap with half facial visor.
- IIHF Official Rule Book In-line Hockey
- Athletic Support and Protective Cup (males) or Pelvic Protector (females)
- Black pressed pants
- Finger-type whistle
- Clean In-Line hockey skates
- Shin guards
- Elbow pads
- Clean hockey official's black and white sweater with proper crests.
- Tape Measure - Minimum 2 metres in length.
- Duffle bag/sports bag/hockey bag

Optional Items

- Hockey Puck
- Towel and soap
- Referee pad and pencil
- Extra whistle
- Protective girdle
- Referee bag
- Extra laces

QUALITIES OF AN OFFICIAL

There is no guaranteed formula for success as an In-Line hockey official. Each official is an individual, therefore, one official's strength may be another official's weakness. Successful officials have the ability to maximise individual strengths, while at the same time minimising any individual weaknesses. There are qualities that all successful officials must possess:

- 1) Knowledge of the Rules
- 2) Attitude - On and off the playing surface
- 3) Fitness
- 4) Appearance
- 5) Skating Ability
- 6) Positioning
- 7) Signals
- 8) Procedures - Knowledge and Use
- 9) Judgement / Consistency
- 10) Reaction Under Pressure
- 11) Rapport/Communication
- 12) Feel for the Game

An official should not concentrate on just one of the above mentioned areas, they are all important. If an official is weak in one area does not mean that she is necessarily a poor official. Similarly, if an official is exceptional in one particular area does not necessarily make her a good official. Ask your supervisor or fellow officials for their objective opinion on how you performed, and ways to improve. Use the advice to maximise the impact of your strengths, and minimise your weaknesses. Some officials get a friend or family member to videotape their games, so they can evaluate their own performance. The primary goal of any official is to become the best that she can be.

1) Knowledge of the Rules This section is the only section of absolutes. You either know the rules or you don't. There is no secret formula for knowing the rules, it is just hard work. You read the rule book until you know the rules. Five minutes a day, every day, is all that you need to read to gain this knowledge. It is impossible to officiate a game if you do not know the rules, so read. Read your New Zealand Inline Hockey Association's! Read your rule book, learn the rules, and if you have any questions ASK! You owe it to yourself, your fellow officials, the players, the coaches, and the fans to be fully knowledgeable of the rules.

2) Attitude A good attitude toward officiating is essential to development. Officials with a good attitude display it with hustle, determination, and enthusiasm for the game. They always give 100% effort and do not act bored during any game. An official's attitude begins the minute he leaves for a game; the way he treats the off-floor officials, the way he dresses when he goes to a game, and the way he talks to people when he enters the rink, all indicate how seriously the official takes his commitment to officiating. The Simple Law of Return is very evident in In-Line hockey officiating. If an official shows pride and enthusiasm that he wants to be there, the players, coaches, and fans will want to have that person officiate. Similarly, if the official gives the impression that he is not interested in officiating a game, the players, coaches, and fans will usually not appreciate the job of the official. A good attitude toward officiating is the biggest asset any official can possess, and it is often reflected in the official's performance in the other eleven areas.

3) Fitness

This refers to the physical conditioning of an official. The required fitness of an official depends directly on the level of play she is working. An official should spend as much time and effort into getting fit as the players she will be officiating. An official must be prepared to skate for the entire game. If an official is not physically fit, she will not be able to keep up to the play. Another aspect of not being physically fit is fatigue; if an official is tired while she is on the floor it will affect the official's judgement and performance. An official must be able to keep up with the players, be in position, and react quickly and correctly to the various situations that arise. An official must be in good shape to keep up with the players. All officials are encouraged to have a year long training program.

4) Appearance

People remember first impressions, so look professional. When an official walks into the arena he should be neat and clean in appearance and have all of his equipment inside a bag. When the official steps onto the floor the uniform should look crisp and clean. Officials must look professional when they are at the rinks. An official is setting an example for all other officials to follow. Officials should all look the part, both on and off the floor.

A. Arrival At Games Every official has the responsibility to be at the rink, and in the dressing room, 1/2 hour before game time. If an official is not in the dressing room 1/2 hour before game time that individual may be replaced. If you think that you will not make it to the arena 1/2 hour before game time, call the rink and ask them to inform the other officials.

B. On the Playing Surface (During Game)

All officials must be garbed in: a clean black ice hockey helmet, clean properly fitting striped shirt with the proper crest sewn on, pressed black pants, clean and polished In-Line hockey skates, clean laces, and a finger-type whistle. Do not be on the floor with your hands in your pockets. It makes you appear lazy and uninterested in the game. If it is at all feasible, please have your pant **legs outside your skates, not tucked inside** them.

C. At the Rink (Before and After the Game)

The minimum requirements is "Smart Casual" dressing. Dress Shoes (no running shoes, no work boots), dress pants or skirt (no jeans, no sweat pants, nor shorts), collared shirt/ turtle neck/ sweater (no Sloppy Joes, nor T-shirts). A sports jacket, suit, and tie are optional (but recommended). Do not wear any apparel at the rink that will associate you with any club team, or their associated sponsors; we have to appear impartial both on and off the floor.

D. Officials

Never discuss another official's performance or assignments with ANYONE. If you can offer a fellow official some constructive criticism, and they are interested in your opinion, then provide your comments in a private manner away from players, coaches, fans, and other officials. We are a team, so be supportive. The comments and evaluations from your Supervisors are kept confidential and are not discussed with any other individual. If you have any concerns about your assignments, please contact your Referee-In-Chief. The Referees and Referee are a team, so let's stick together. Like the saying goes, "If you cannot say anything nice about somebody, do not say anything at all."

E. Speech

Do not use profanities or obscenities while at the rinks. Bringing your game into the gutter by having a sewer mouth will never gain you any respect of the individuals involved in the game.

F. Association

Fraternising with the teams is not recommended. It provides the appearance of favouritism towards a particular team. Being cordial and carrying on a conversation with players and team officials is encouraged, but do not go out of your way to be "friendly" by going into dressing rooms, etc.

G. Alcohol

Do not consume alcohol on the day of a game. If you choose to consume alcohol, please do so in moderation, arriving at a game with a hangover can only damage your credibility. We do not want a player, team official, or fan to smell alcohol on your breath while you are at the rink. The teams would have a justifiable reason to protest any game that you officiated if you were at all impaired, and you could be suspended from officiating.

H. General

Both at the rink and away from the rink, you are representing your fellow officials. You must conduct yourself in a proper manner. Do not allow your conduct to damage the image of officials.

5) Skating Ability

There are many factors that need to be considered when judging skating ability. These include speed, turning ability, stops, agility, acceleration, cross-overs, fluidity, style and skating upright. The skating ability of an official should be directly related to the level of the players. The better the players and the higher the level, the better the skater the official should be. Every official, regardless of ability, should try to improve her skating. If an official has a problem with any aspect of skating, it is her responsibility to determine the weakness and practice until it is no longer a problem.

6) Positioning

Proper positioning can enhance an official's performance, and is directly related to the functions that officials are required to perform on the floor. It is critical for an official to know the proper positioning for both a Referee and a referee. Proper positioning is a skill that needs to become automatic. This will take time, practice, and coaching.

7) Signals

Signals are used for communication. They enable officials to communicate with fellow officials, players, coaches, and spectators. Signals should always be given crisply and calmly. Proper use of signals will create an appearance of confidence and competence.

8) Procedures

Procedures have been developed to assist officials on the playing surface and avoid possible mistakes. Referees have three important procedures: penalty, line change and altercation procedure. Referee have six procedures: face-off, altercation, icing (illegal clearing), offside, passes, and the procedure for reporting infractions to the referee.

9) Judgement/Consistency

Judgement is the ability of an official to select the appropriate penalties to call (is the official making the game safer to play). Consistency is the ability of an official to enforce the same type of penalties throughout the entire game. Ideally the best officials consistently apply good judgement.

10) Reaction Under Pressure

This is the ability of an official to handle the stress associated with making a tough call. They must take charge of a difficult situation by exhibiting confidence and being in complete control. The ability to handle pressure effectively in a cool, calm, manner is very important.

During a difficult situation an official should:

- a) Remain calm – don't get excited, wave arms or make gestures.
- b) Take charge of the situation and arrive at a just and reasonable solution.
- c) Control the players and coaches.
- d) Communicate with the captain or coach if necessary.
- e) Try to avoid extra long delays in handling these situations.
- f) Be honest and fair in your assessments.
- g) Do not let the players crowd around you when making your assessment.

11) Rapport/Communication

This skill is extremely important. Officials who can establish a good rapport with players and coaches have a decided advantage in difficult situations. At all times you should act professional while you are on the floor, but being professional does not mean that you have stopped being a person. An open, friendly, attitude and a good sense of humour can go a long way in dealing effectively with players and coaches. Under no circumstances should an official ever lose control of his actions or words. Profanity is **NEVER** acceptable. Once you use profanity you immediately lose the respect of the coaches, players, and fellow officials. If a difficult situation occurs, communicate in a calm and effective manner. It is your duty to communicate in a professional manner. If necessary, **TREAT DISRESPECT WITH RESPECT**. We must be aware that it is not permissible for an official to use profanities or obscenities while officiating. Do not lower the standard that we are trying to achieve by bringing your game down into the gutter. How you talk when you are away from the rink is your business, but while you are on the floor you must set an example for the players by not using bad language. If we use profanities while officiating we can not later penalise the players for doing the same thing.

12) Feel for the Game (Game Management)

This is the most important quality of an official. The official must understand what the players and teams expect from the officials on the floor, while at the same time making In-Line hockey a safer and fairer game to play. The official needs to be able to anticipate changes in the game. A good official knows when to assert themselves and when to fade into the background and let the players and teams have the spotlight. Game Management should never be an excuse for not calling penalties. This is unacceptable. It takes time to acquire the Game Management skill. An official must gain this skill from experience, understanding of the game, and discussion with supervisors and fellow officials. This is the most difficult skill to acquire, but it is the biggest asset to your officiating once you obtain it.

In general, there are five times when a penalty must be called. Any time that an **ILLEGAL ACT** occurs that breaks the rules of the game where:

- 1) the safety of a player is compromised,
- 2) a scoring opportunity is taken away,
- 3) there is a change of possession
- 4) blatantly obvious situation (too many players on the rink), and
- 5) marginal calls.

The majority of all penalties called should fall into categories 1 and 2.

POSITIONING

End Zone Positioning

With some positioning techniques referee end zone positioning focuses on being on or at the goal line. This method results in referees being too deep in the end zone, either behind the goal line or caught in the corners amongst players. Referees are often out of position for important calls or in unsafe positions physically. A MORE APPROPRIATE METHOD IS THE "**PISTON**" METHOD. Referees using this procedure will experience the following results:

- a better overall view of the play.
- a decrease in the number of times that you are caught behind the play on fast breaks out of the zone.
- an improved view of the goal and goal line.
- a decrease in the number of times that you are physically involved in the play along the boards.
- less chance of being hit by the puck from goalkeeper deflections
- a decrease in unnecessary skating.

Three key terms to remember in end zone positioning are:

- "**Piston**"
- "**Home Base**"
- "**Half Piston**"

PISTON means to alternately move back and forth in two directions along a specific line, from home base to the nearest goal post.

HOME BASE is the position located 15 - 20 centimetres off the boards, half way between the goal line and the face-off circle hash marks.

HALF PISTON is located approximately half way between home base and the nearest goal post, usually in line with the face off dots.

(FIGURE 1) Piston, home base, and half piston are marked on the rink diagram below. The piston is the dotted line, home base is "A" and half piston is "B".

When the puck is faced off at one of the corner end zone spots, the referee will be positioned at half piston (B) on the opposite side of the playing surface. Depending on where the puck goes, the referee will move accordingly along the piston. If the puck goes on net the referee may have to move quickly to the goal. If the play comes to the referee's side of the floor, the referee shall anticipate quickly and skate backwards to home base (A).

The home base position is very important because it keeps the referee out of the corner area where most player congestion takes place. Being 15 - 20 centimetres off the boards allows the puck to pass behind, if it is shot around the boards, yet allowing the referee to move right back to the boards when there is a player actively in the area.

Note: If when a referee is at half piston and the play is on the opposite side and moves across, the referee shall quickly skate back to home base. Don't stop halfway to the boards or the players will use the referee as a decoy, the referee being in the middle. This is a very uncomfortable, unsafe position and can give the player with the puck an unfair advantage. Another common error is over skating and reacting too much to the puck. Relax, anticipate well and move only when the play warrants it.

When the referee is at half piston and the puck is in the opposite corner, the referee may be screened by the goal or goalkeeper. It is important that the official get a view, but **don't** move back to the goal line, move out slightly to the front of the goal to get your view. Usually is means only moving out 30 -60 centimetres.

(FIGURE 2) See the following diagram, the puck is X, the official at half piston (B) will move out to position (D) **Not** position (C).

TWO MAN SYSTEM- Referees

THIS IS THE RECOGNISED SYSTEM OF OFFICIATING FOR THE IIHF.

Every referee must have good positioning in order to properly officiate. In this system, each referee covers two thirds of the total surface. This coverage overlaps between the high zone face-off spots. The referees in the two man system *EQUALLY* perform the tasks of the *REFEREE*. Never let the puck pass you in your half of the rink. If there is a situation where you are in the path of the players and the puck in the neutral zone then always move ahead of the play. In this procedure you should never be out of position. If the puck comes in your direction, then you are in correct position. If the puck goes in the opposite direction, simply stop and follow the play, again, you are in position. You should never "climb the boards" between the high zone face-off spots. If you do, the Puck will pass you, leaving you out of position and not being able to call an offside in your zone. Officials should always be at the centre line prior to the puck and players. They can not accurately call off-sides if they are 10-20 feet from the line. When you are the front official you must be at the centre red line as the puck approaches in order to properly call off-side passes and icings. When the puck is in the end zone and you are the back official, watch for fouls in front of the net. If the deep official is watching the play in the corner or along the boards that official may not be able to watch the front of the net as well.

Positioning While The Play is In Progress

(FIGURE 3) To start the game, or for any face-off at centre, the two officials should be positioned along the red line facing each other. The official taking the face-off, "A", should be facing the timer's box, so that the timekeeper can start the clock when the puck is dropped.

(FIGURE 4) When the puck is dropped, "B" must go with the puck, whether to the left or to the right. In either case note that A has skated to the boards after dropping the puck.

(FIGURE 5) As the puck moves into the end zone, "B" must follow the play and take a position at half piston. Meanwhile A will move up the boards and take a position by the high zone face-off spot. In these positions, "B" can watch the play in the entire end zone and "A" can watch for any Off-Sides at centre and must also watch the entire end zone play. "A" will watch the play that is away from the puck. (ie a shot from centre, "A" will continue to watch that player and any checking player while "B" must follow the puck and players as they go towards the net).

(FIGURE 6) When the play moves toward "B", the official should not move into "no-mans land". Never should both "A" and "B" be on the same side of the floor.

(FIGURE 7) As the play moves towards "B", the official should anticipate the play and quickly skate backwards to home base.

(FIGURE 8) The official, when positioned at home base, will keep all players in front and avoid player congestion that may develop in the corner. If the defending team gains control of the puck and starts to move out, "A" must leave her position and be at the red line by the time the puck enters the other zone. At the same time, "B" moves up with the play, staying 2-3 metres behind the puck. "B" should be as close to the centre line as possible as the puck crosses into the other zone.

(FIGURE 9) When the puck is in the middle of the rink in the vicinity of the red line, both "A" and "B" should be within 2 metres of the centre line which places them in position to call off-sides which may occur.

(FIGURE 10) If the play continues to the right, "A" must move to the centre line to call Off-Sides, then move in deep with the play. At the same time, "B" must be at the red line by the time the puck approaches the high zone face-off spots and then moves up to the high zone face-off spots as the puck goes deep into the end zone.

(FIGURE 11) If we summarise the movements of the two officials while play is in progress, you will easily see that at all times they are DIAGONALLY POSITIONED RELATIVE TO ONE ANOTHER, NO FARTHER THAN ONE THIRD OF THE RINK APART. In this way, they are in position to call any offside play, etc., regardless where it may occur on the surface.

Procedures to be Followed At A Face-Off

Upon a stoppage of play, the two officials should watch the players on the floor as their first priority. If two players are standing talking or challenging each other, you should be immediately aware of this potential trouble, move in quickly and move the players out before any serious trouble occurs. If there is no potential trouble, one referee will proceed to the position of the face-off and conduct the face-off. The other referee will retrieve the puck, skate back and take up his position.

It is strongly recommended that each referee carry two (2) pucks with them to facilitate the face-off procedure.

Positioning For Face-Offs

(FIGURE 12) All face-offs shall be conducted at the designated face spots as indicated by the reason for the stoppage of play, or a line parallel to the side boards from one end zone face-off spot to the other end zone face-off spot.

(FIGURE 3) For a face-off at centre, both officials should be positioned on the red line, facing, each other, so that the official taking the face-off "A" is facing the timekeeper's box.

(FIGURE 13) When the face-off is at one of the four high zone face-off spots, the official, after taking the face off, should skate backwards to the boards. "B" should be positioned directly opposite "A" and must cover the centre line for a possible offside. "A" will follow the play.

(FIGURE 14) When a face-off takes place at the end zone face-off spot, "A" drops the puck and backs off to the side boards. If the puck stays deep, "A" must remain in this area. "B" is positioned by the high zone face-off spots. Before the puck is dropped, "B" will be positioned by the high zone face-off spots against the boards. If "B" is screened from seeing the players positioned behind "A", who is dropping the puck, then "B" may move off the boards an appropriate distance to get a clear view. If the player is offside, "B" will blow the whistle and point out which team violated the face-off.

(FIGURE 15) If the play begins to move out, "A" must move quickly up the side boards as the puck approaches the centre line. "B" must move quickly to the red line in order to call an off-side if it occurs.

Calling of Penalties and the Reporting of Goals

In this system the official making the call (the penalty or goal) will proceed to the timekeeper's box to report the incident. The official not making the call will retrieve the puck and conduct the face-off at the appropriate location as stipulated by the rules. The official who originally reported the incident will take their place on the opposite side of the floor from the face-off, and prepare to resume play.

Goals are reported to the scorekeeper by the referee that is at the goal line when the goal is scored.

NOTE: Waived penalties

- Delayed Minor penalties that are waived (by the scoring of a goal) are now to be ***recorded on the score sheet against the player but not served.***
- The above includes a Minor penalty in the instance where a Penalty Shot is awarded.

FIGURE 1

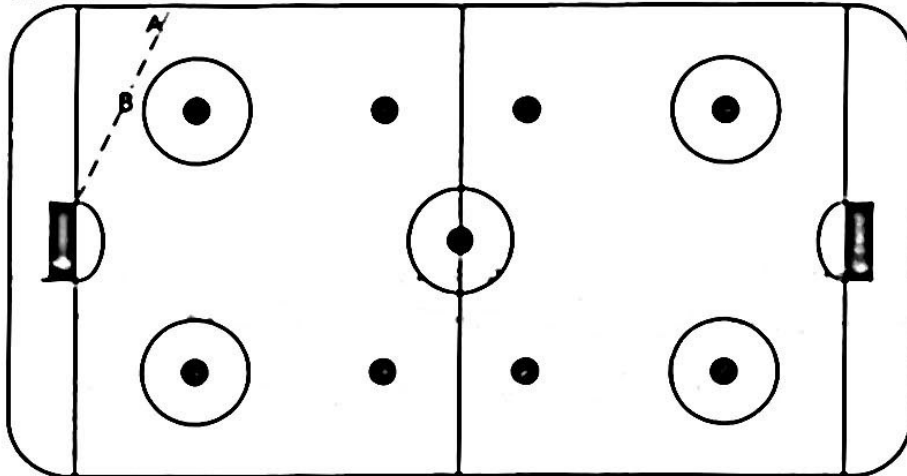


FIGURE 2

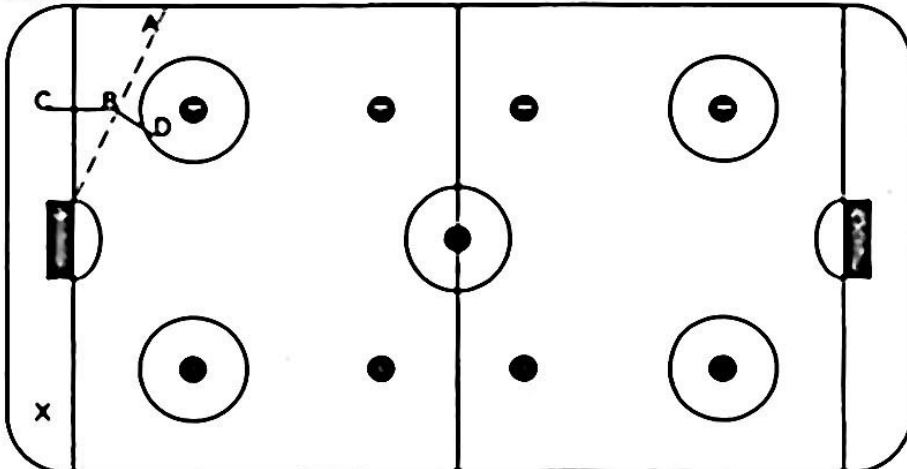


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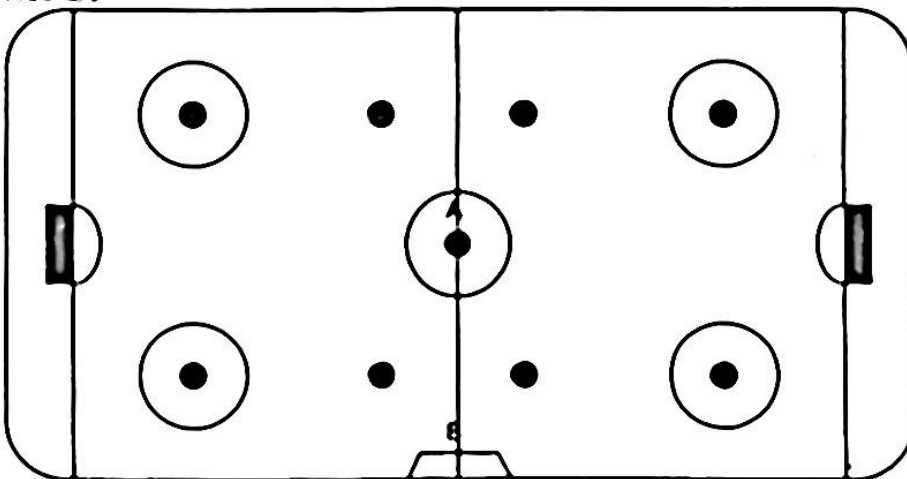


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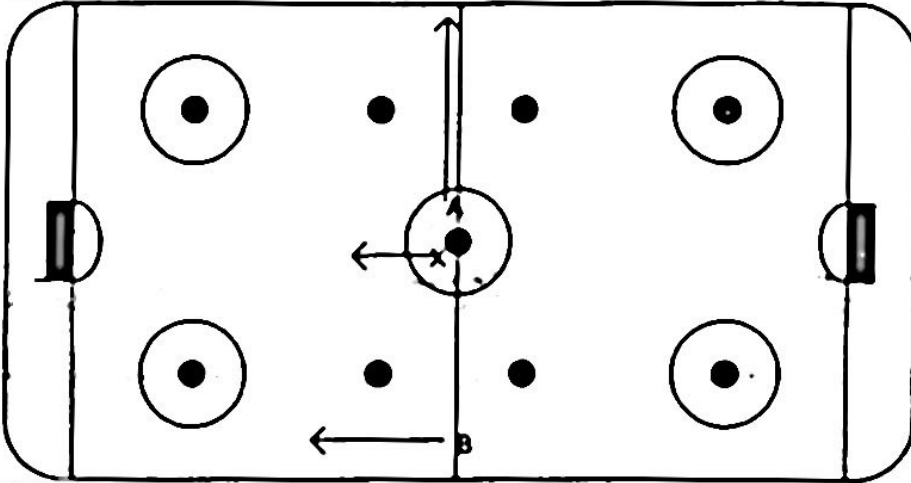


FIGURE 5

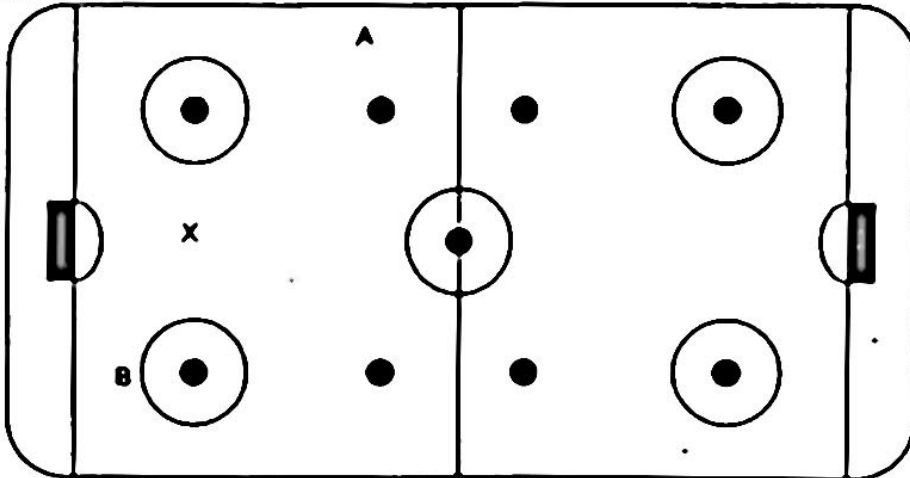


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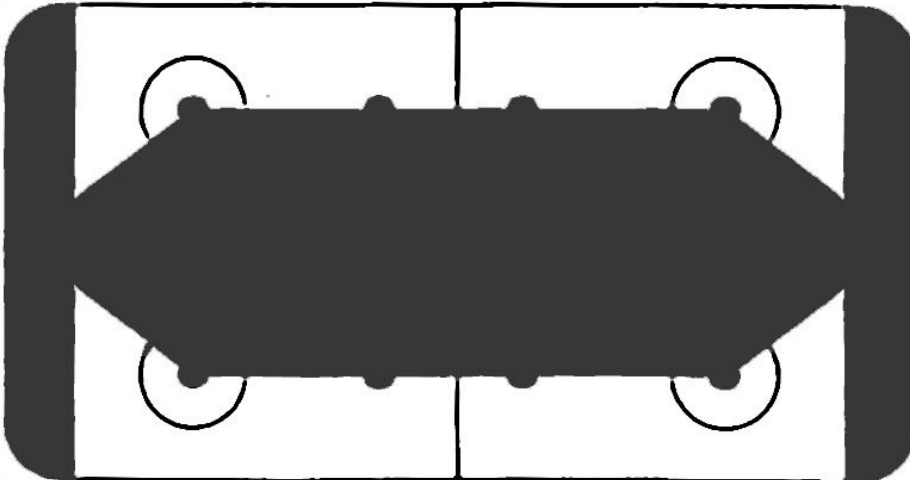


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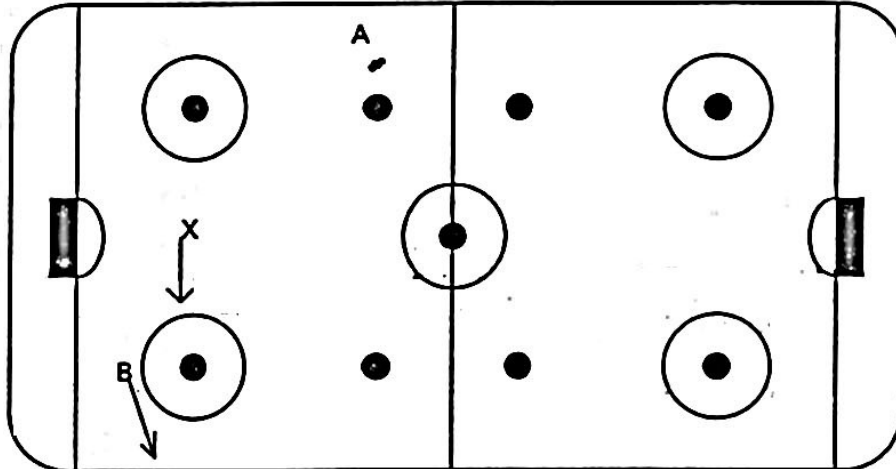


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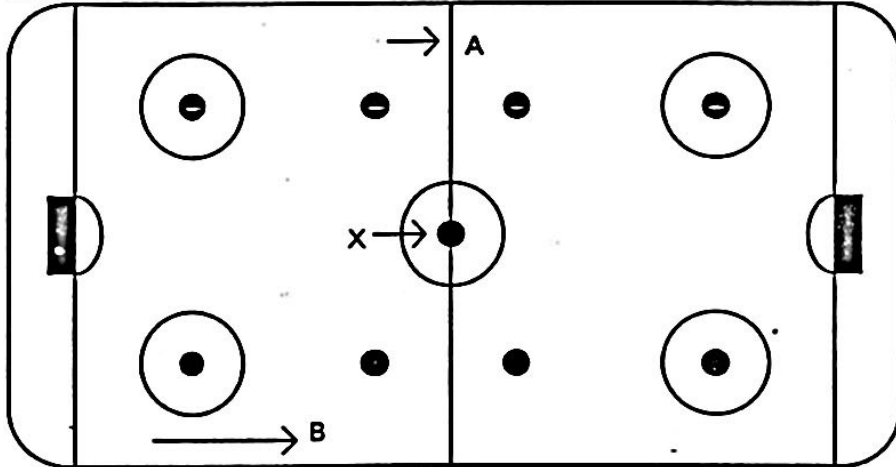
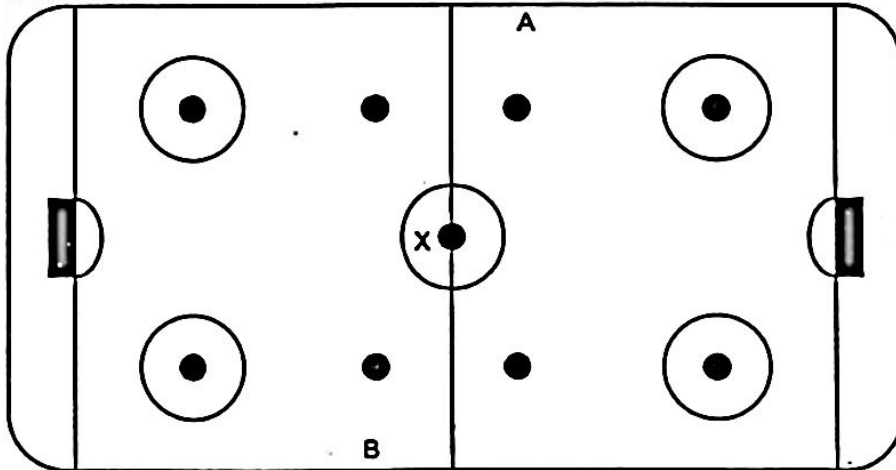


FIGURE 9



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FIGURE 10

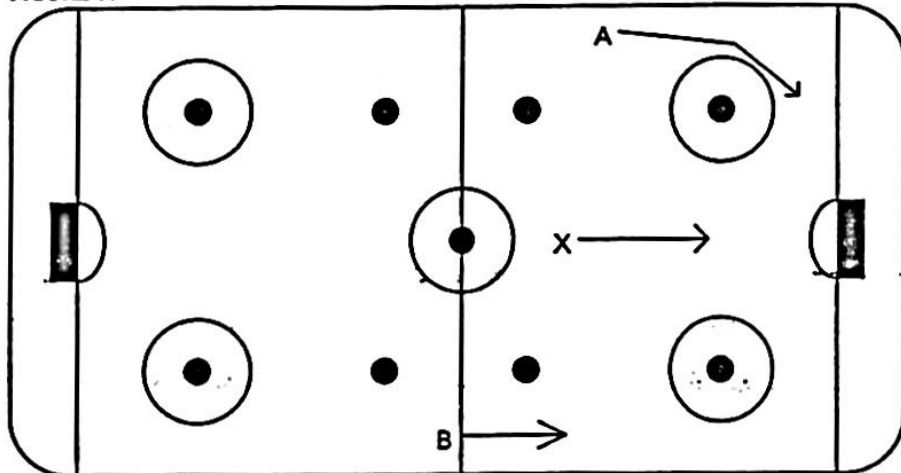


FIGURE 11

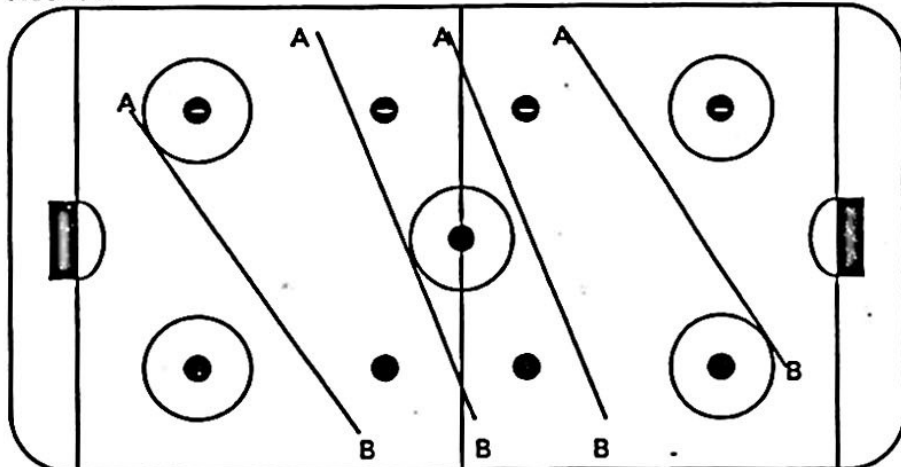


FIGURE 12

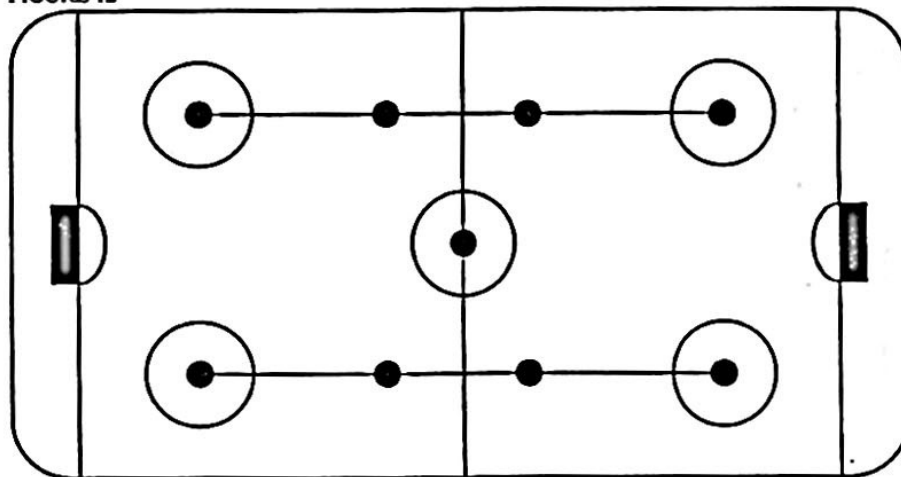


FIGURE 16

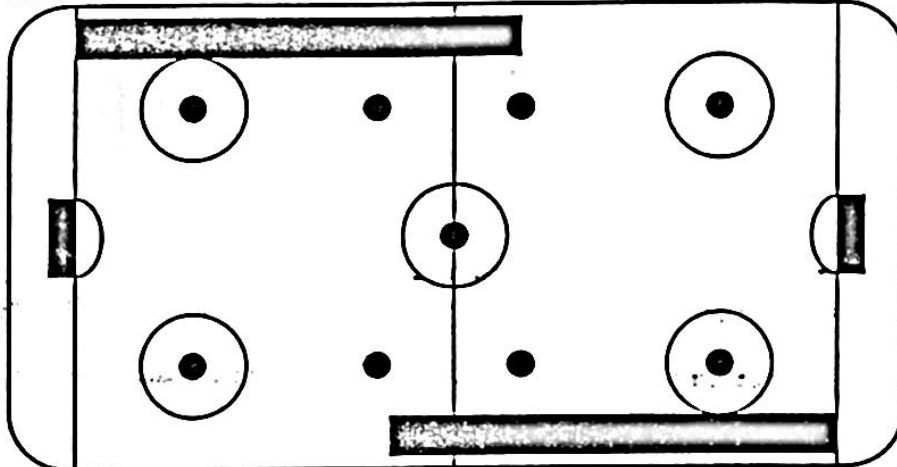


FIGURE 17

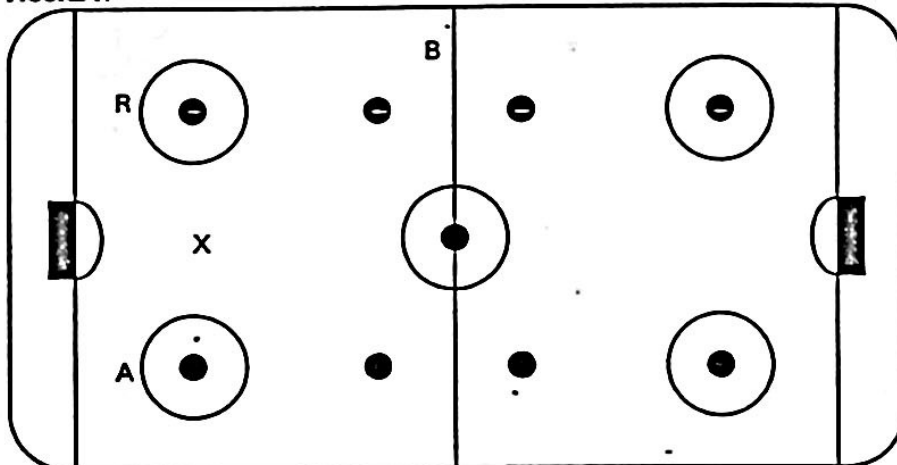
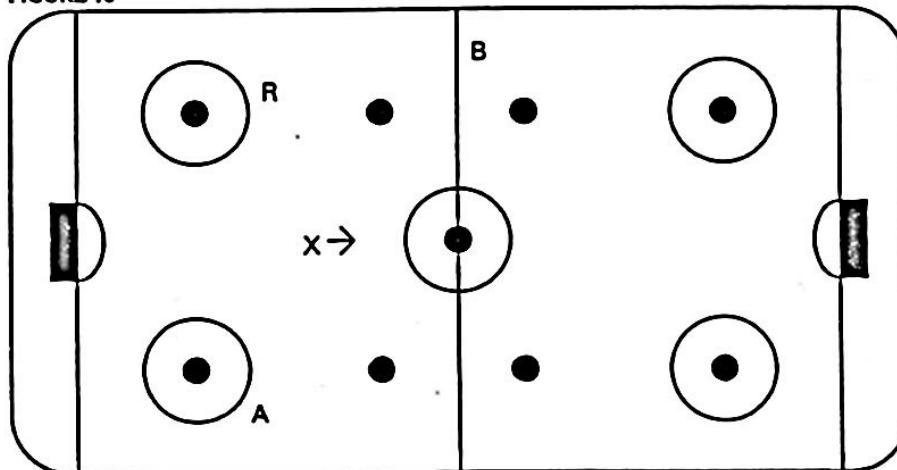


FIGURE 18



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FIGURE 19

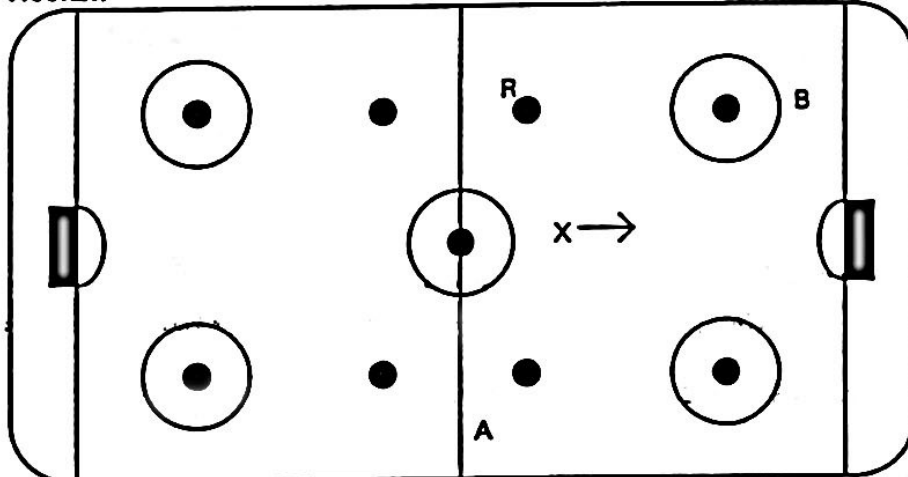


FIGURE 20

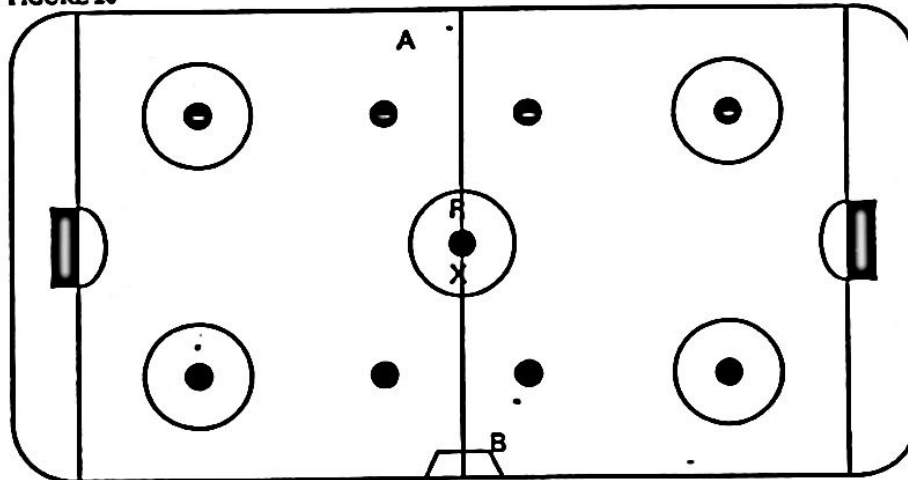


FIGURE 21

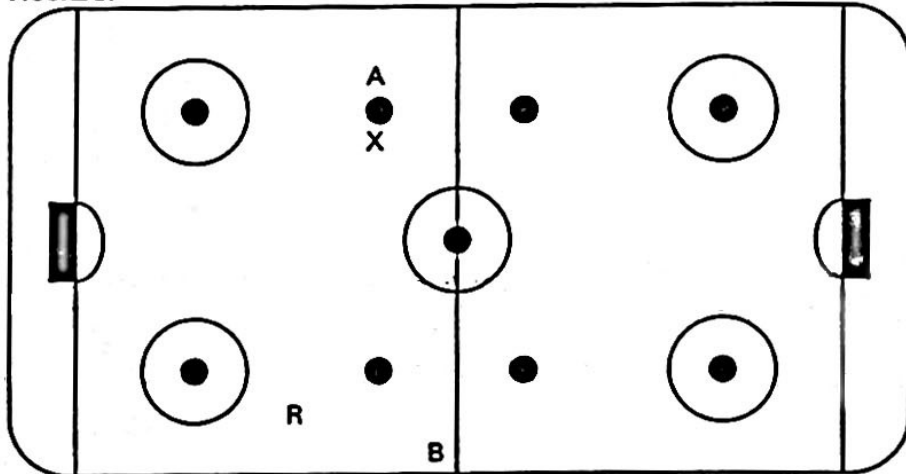
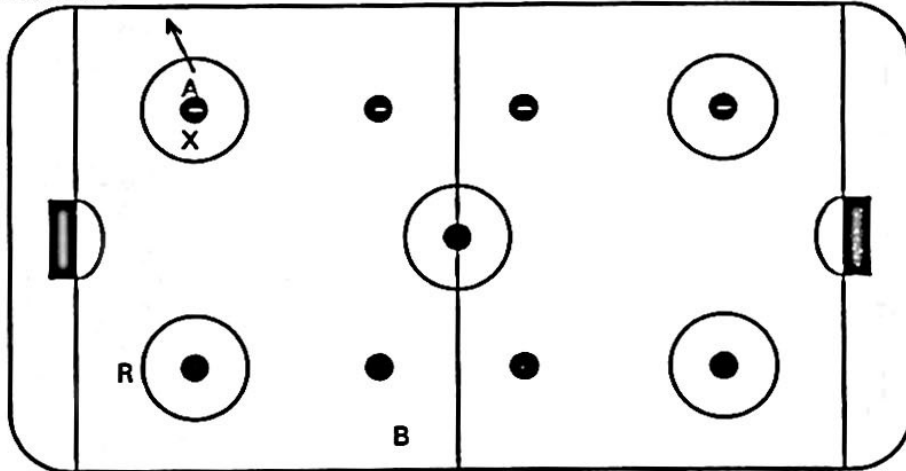


FIGURE 22



DUTIES AND PROCEDURES of a REFEREE

The referees in the two man system **EQUALLY** perform the tasks of the **REFEREE**.

As a referees, you are in charge of the game and it is your responsibility to see that it is conducted in accordance with the rules. Ensure that all other officials in the game, including the Referee, interpret the rules properly and discharge their duties impartially. If you observe any irregularities in procedures or techniques being used by off-floor officials, it should be brought to their attention and corrected.

From time to time throughout the season, new referees may be assigned to work. It is your duty to advise and encourage them so that they will develop into officials. Be prepared to report on their work when instructed.

Pre-Game Duties

- When the official scorer brings the Game Report to you prior to the start of the game, you will check it and make sure that it is filled out and signed correctly by all team officials.
- Delegate the scorer to check the number of players listed on the Game Report for each team and the total number of players dressed prior to the start of the game. If there is a discrepancy, you as the referee can check out the problem at once and possibly remove any future problems in the game (ie - a player scoring a goal but is not listed on the Game Report).
- Five minutes prior to going on the floor, have a short discussion with your off-floor officials regarding their responsibilities in the game.
- Go onto the floor with your fellow referee five minutes prior to the scheduled start of the game.
- After going on the floor, check and make sure that all the "off-floor" officials are in their proper positions. Make a quick check to see if all the officials in the time box are familiar with their job. Remove any spectators or "extra people" from the time box and penalty box areas who are not involved in the running of the game.
- Check to see if there are any rink differences and advise the visiting team if they have not played before in that particular arena. This could be a situation where there are not seats in one end, just a wall or window to a warm room and a line across to indicate in play or out of play. By doing this, you could eliminate any possible problems before the game begins.
- Have a warm-up skate and do so in an authoritative manner. Do not lean on the boards or engage in conversations with spectators. Do not skate or stand around with your hands in your pockets. The positive appearance you give will relate to the teams and spectators that you are confident in your approach, handling and control of the game.
- Before the game, between periods and after the game, it is the referee's responsibility to make sure that your dressing room is kept clear of any persons not involved in the game. The only other person in your room might be the game supervisor. This is your time that you should use to continue to prepare physically (stretching exercise) and mentally, for your hockey game. Use this time wisely.

Summary

Remember, as a referee, your duties require you ensure that:

- all games start promptly on time.
- prior to the start of the game, all off-floor officials are prepared to carry out their duties.
- goal lights are in good working order.
- goal nets are in proper condition.
- floor markings are in accordance with IIHF Official Rule Book In-Line Hockey.
- benches are provided for each team and also a bench for the penalised players and timekeepers and official scorer.
- only players in uniform and a maximum of four team officials are permitted to occupy the players' bench. All these persons shall be duly registered and entered on the Official Game Report.
- the official scorer is informed by whom each goal is scored and to whom assists, if any, are to be credited.
- rink managers place police at the players' benches or penalty bench, if found necessary.
- the playing surface is free from any debris or moisture that may cause a dangerous situation for either players or game officials.

General Duties of the Referees

- Take all face-offs.
- Stop play after a goal is scored. Advise the Official Scorer the number of the player who scored the goal and the number(s) of the player(s) assisting on the goal.
- Stop play according to the rules and assess a penalty or penalties to any infraction of the playing rules.
These penalties are to be reported to the Official Scorer. It is important that the Scorer be advised of the player's number, the infraction and length of the penalty (minor, bench minor, major, etc).
- Stop play when the puck goes out of bounds or is touched by an ineligible person.
- Stop play when the puck is struck is above the height of the shoulders.
- Stop play when the puck is passed with the hand from one teammate to another. (*in the attacking zone only*)
- Referee, in, accordance with the-playing rules to ensure. that each team has an equal opportunity to play the game. Previous games should not be taken into account or have any influence on you as a referee in the issuing of any penalties. Let each game stand on its own merit and referee the game accordingly.
- Watch to make sure that both teams are able to leave the floor and go to their dressing rooms at the end of a period without any problems with spectators. If there is a problem, request adequate protection for the team involved.
- Check the Official Game Report after the game to ensure that it is completed properly. When satisfied, sign the report along with the official scorekeeper and timekeeper and have the scorekeeper distribute the balance of the copies.
- Write a report on any serious penalties if required (match penalties, gross and game misconducts, etc) and forward along with the Game Report to the Association office. (These reports should be forwarded immediately after the game.) If required by your association, the serious penalties should also be phoned in and reported the next day to the Association office for their possible additional action.
- Change into your street clothes and leave the arena at your earliest convenience. Do not discuss any infractions or serious penalty calls on your report with any team official, player, or spectator after you have completed your Game Report.

Only Officials are Allowed in the Dressing Room.

Your dressing room is "strictly private" and reserved for the use of yourself and other officials. No one else has the right to be there. There is no place for casual visitors, whether they are personal friends or

not. Entrance must only be gained through the permission of the referee and the latter must limit access to the dressing room to certain Association officials and officials' supervisors. It is not advised to allow a team official or player to enter your dressing room. Their intentions may be sincere but could lead to heated discussions or physical involvement. Should they wish to ask you a question or rule interpretation please step outside the room to discuss it with them. Forceful entrance must be reported orally to the Association immediately, followed by a written report.

An exception to this firm dressing room policy would be the use of pre-game meetings which have been successfully implemented in ice hockey. At times, this meeting between the two coaches and the officials takes place in the referees dressing room.

Review the Officials Responsibilities

Before the start of the game discuss the various aspects of the game with your fellow officials, while in the dressing room, such as:

- covering of quick break-outs
- stopping play when puck is outside playing area
- handling fighting situations
- high-sticked pucks
- deliberate directing of puck with hands, etc.

This will enable the officiating staff to perform as a harmonious unit.

Be First onto the Playing Surface

The referees should be the first to come onto the floor at the start of the game and each subsequent quarter / period. They should then check each net. Prior to the start of the game one of the referees should also verify the number of players dressed for each team and compare this with the number recorded on the Official Game Report.

Review the entire game sheet to ensure the players are listed properly, team officials and signatures are properly affixed, and that the captain and alternate captains are noted and identified as required by the rules. Check to see that all off-floor officials are in place, and that timing devices as well as goal lights are operating properly.

View the Maximum Number of Players

Develop positioning which allows you to view a maximum number of players at any given time. Do not turn your back to players. When working the two-person system of refereeing, you should learn to watch all areas of the playing surface.

Be Aware of the Action Behind the Play

You should always be aware of what is happening behind the play. Always glance back to see that late stragglers are not becoming involved in altercations as play is breaking out of the zone.

Control Unnecessary Talk With Participants

Refrain from all unnecessary talk and discussion with captains, alternate captains and other players when on the floor. Make your answers to questions by captains concise and to the point. Jesting and wisecracking with players on the floor is forbidden. Refereeing is a serious business and you must treat it as such. Remember that the rules limit all discussions between captains and referee to points relating to the interpretation of the rules.

You are not obliged to, and should not go to either bench to consult with the coach or manager about any ruling or decision (that is the captain's function). Be firm and quick. Do not tolerate any unreasonable delay in resuming the game. Never indulge in the use of profanity when discussing anything with players or coaches.

Signal Legality of Goals

Clearly signal whether a legal goal has been scored. The most important aspect of any game is the scoring of goals; if you should have to disallow a goal for any infringement of the rules (not merely a ruling that the puck did not enter the net while play was in progress), don't keep it a secret. Report the reason to the official scorer and have the reason correctly announced to the crowd.

Following the scoring of a goal, the referee shall report to the official scorer the player who scored and the player(s) who assisted on the goal (if any). The referee will then take up their proper position for the ensuing face-off.

Altercations

Do not immediately get involved in altercations between players. As a referee, you should take up a position which will enable you to have the best possible view of the incident and any other that may develop elsewhere at the same time as well as keeping both benches in your sight. Do not get physically involved unless a player gains an advantage, you may have no choice but to enter to protect the other player involved from sustaining a serious injury, as you may miss another situation(s) you will have to rule on.

Direct The Retrieval Of Equipment After The Altercations

Following the fight or altercation, the referee shall give a signal to both teams indicating that one player from each team shall be responsible to pick up the teammate's gloves, stick and other equipment. The referee shall stay at the scene of the altercation until all gloves, sticks, etc., have been picked up and taken back to the bench. The players shall all remain at their respective benches until the referee reports the penalties.

Ensure Player Safety

Stop the play if there is debris on the floor. If, at any time, programs, paper or other debris are thrown on the floor to such an extent that it endangers the players of either team or interferes with the conduct of the game, blow the whistle. Officials are not scavengers, and it is not part of your job to clear the playing surface - simply withdraw to the side of the rink and have the rink attendants clear the floor. If there are only a few items on the floor, it is correct procedure for officials to pick them up as this will help speed up the game. If possible, an announcement should be made to prevent further throwing of articles by fans in attendance.

If the playing surface becomes unsafe for play due to moisture or any other substance making the playing surface too- slippery then stop the game until the surface properly corrected and safe.

Injuries to Players

When a player is SERIOUSLY injured the Referee has the responsibility to stop play IMMEDIATELY. Do not wait for the injured player's team to gain possession of the puck. The safety of the players is our primary concern. After you stop play keep all other players away from the injured player. Assist in taking any medical supplies out onto the floor that the team official who is attending to the injured player may need. Under no circumstances do you touch or move an injured player. This is the team officials' responsibility.

Look Dignified

At all times, when in the presence of spectators, maintain an alert, active and dignified appearance. Leaning against the boards or other similarly lazy habits detract from the show. Avoid fraternising with players or rink side spectators. It is not necessary and is frequently misinterpreted by the public as well as players and coaches.

Refrain from using insulting, abusive or vulgar language to spectators, regardless of the provocation offered by them. It is much better not to have "rabbit ears" but, if the language or other conduct of

spectator is such that it is likely to provoke an assault by a player have the rink management remove the spectator to some more remote part of the rink.

Refrain any type of physical contact with spectators at all times. Your Association Federation and or police will handle all disciplinary situations where a spectator becomes physically involved with you.

Review The Game Sheet At Game's Conclusion

At the conclusion of the game, completely review the game sheet to ensure all pertinent information has been recorded (goals, assists, penalties, etc) and all required signatures are affixed. Write up any situation which requires reporting as outlined in the IIHF Official Rule Book In-Line Hockey.

Incident Reports

Referees must report in detail on the official game report all match penalties, game misconducts, and gross misconducts. It is your duty to ensure the necessary report is completed and passed on to the proper authorities.

In instances where the above types of penalties have been assessed, **do not make judgement on the length of suspension the player or team official should receive.** This is strictly an Association or Federation responsibility. Your report should stick to the facts and not be concerned with opinions and points of view.

The manner in which you report incidents must be a detailed observation, stating the necessary facts and occurrences prior to and following the assessment of the penalty, in order that the league may be able to deal with the situation in a manner that is fair to all concerned. Your report is the primary document in dealing with suspensions. **It is of utmost importance that the proper rule number(s) and reference(s) be stated.**

When you have an incident, please state exactly what happened, the time of the game that it occurred, the penalties that you assessed, the names, numbers, and teams of the players involved, the date of the game, the division of the game, the name of the rink, and who was working the game with you. If you have to write-up an incident report, please keep the report sheet, complete it, and then SEND it to your Association. Mysterious things can happen to a report sheet that is left in the wrong hands.

ASSESSING PENALTIES

All penalties must be reported to the penalty timekeeper and they must be correctly announced on the public address system as soon as possible. If there is an incorrect announcement have it corrected immediately.

Proper procedure in the way a referee handles a penalty situation can enhance the respect gained from all other game participants. Looking confident and in control, often stabilises tense situations, and promotes an easy flow to the game.

Hockey is an emotionally charged game, and good officiating hinges on a referees ability to remain calm, emotionally in control and unattached to the events happening around them.

- Don't focus on the puck, but view the overall play and players. Keep as many players in view as possible during play and at stoppages. It is the referee's responsibility to be aware of all events happening on the floor (ie - line changes, verbal exchanges between opposing players).
- When a referee identifies an infraction during play, the official shall raise the non whistle hand, straight up, extending the arm *fully* above the head. If the non-offending team has possession of the puck, the official must continue skating, keeping the arm raised and straight, to signal the penalty.

It is important for referees to stay in proper position with the play, even though a delayed penalty is

signalled.

- When the offending team gains possession and control of the puck the referee must stop play by blowing the whistle. As the whistle is blown, the referee shall stop skating, coming to a full stop, with the signalling arm still fully extended above the head. This is done to allow players, coaches and fans to look at the official, to observe why the play was stopped, and the referee's signal. The official will then point out the offending player by lowering the signalling arm down and *fully* extending the arm, and hand, straight out towards the player. At no time should the Referee take his eyes off the penalised player with the most crucial time being immediately following the stoppage of play.

Note 1: If the offending player is within a three metre radius of the referee, a *fully* extended arm pointing the player out could be intimidating, so in these situations the physical pointing out would not be used.

Note 2: Do not skate toward the penalised players as this will only cause further antagonism.

Note 3: When pointing to an offending player, the full hand shall be extended not one finger.

- As the referee points out the offending player, the official shall verbally call out the player's number, team colour, and the penalty being assessed. ie- "#17 Red, slashing"
- The referee then makes the appropriate signal. The official must be careful not to stare down a player as the signal is made, again, this could be intimidating, but to keep player(s) in view.
- The referee then proceeds, skating backwards to the penalty bench to report the penalty call. It is imperative that the official keep all players in view at this time. If there is a possibility of additional incidents, the Referee should remain in the area until she is certain of no further incidents.
- The Referee should skate quickly to the Penalty Box while not waiting for the penalised player to catch up to him. The route taken by the official to the penalty bench is largely determined by where play was stopped, the location of the penalised player(s) and the, tone of the game at the time.

Officials should attempt to avoid confrontation by:

- stopping and letting the penalised player(s) proceed to the penalty bench first, or
- skating directly to the penalty bench, or
- a combination of these two techniques.
- The greater the distance, the less chance of inciting or antagonising the player.
- Once in the penalty bench area the referee shall again verbally call out the player's number, team colour, the penalty being assessed and then make the appropriate signal. The referee shall ensure that the off-floor official has heard and seen the penalty call before vacating the area. Referees are encouraged to stop and present the penalty, to the off-floor official, but if proper eye contact is utilised, any undue delay at the penalty bench will be eliminated. A good working relationship with all off-floor officials will definitely enhance your game and make your game run smoother. They are an important part of the officiating team.
- When leaving the penalty bench area, do so in an arc, away from penalised player(s), and possible line changes, but keeping all players in view. Attempt to leave before the penalised player arrives (if possible) so as to avoid encountering the player.
- On the delayed calling of a penalty, the other referee has the responsibility for watching the exchange of players if a team substitutes for the goalkeeper.
- When assessing penalties to both teams at a stoppage of play, it is important for the referee to point out each player and make the appropriate signal. This may stop further retaliation by a player(s).
- Remember, signals and verbal communication are two ways officials have to communicate with players, coaches, fans, and off-floor officials. Use them wisely, but don't over use or abuse them. Signals or verbal communication used in an intimidating fashion will cause problems and will not be tolerated.

Procedure to Signal a Double Delayed Penalty to Same Team

1. On the first delayed penalty, the Referee will raise his arm to signal a penalty.
2. When the second delayed penalty is to be called, the Referee will point to each of the players, while keeping the original arm up until the stoppage of play.

LINE CHANGES

- It is the referees responsibility to ensure that player changes are done within the confines of the rules to prevent unnecessary delay to the game.
- For player changes taking place during a stoppage of play, the referee will assume the normal position for the ensuing face-off.
- The referee will immediately look at the visiting team's player bench and will allow a five second period during which they may make a player change.
- A player change may involve one player or up to five.
Note: A team does not have to change anyone, this is the coaches choice.
- With the arm still up, the referee shall now focus on the home teams bench. The referee will again allow a five second period during which the home team may make a player(s) change.
- Where either team attempts to make a player change after their allotted period of time, the referee shall send the player(s) back to their bench. A verbal warning is then given by the Referee, through the respective captain or alternate captain. The warning applies only to the team committing the infraction, but both teams could receive their warning at the same stoppage if both committed infractions.
- If prior to the referee taking up the face off position, a team chooses to make a line change, then this becomes their only change. Consequently, if the home team changes prior to or during the visiting team's change, then this becomes their only change. A second change of any one player is never allowed during the same stoppage. If the home team wants the option of last change, then the coach must use the proper line change procedure.

FIGHTS

If a fight is not handled properly it can lead to very difficult situations.

- Send other players to their respective bench areas or to a neutral area. Use both physical gestures and verbal instructions.
- Keep all players and benches in full view during the altercation.
- Both referees are responsible for the fight. It is Referee's responsibility to direct all other individuals away from the fight.
- One referee should bring penalised players to the penalty bench or escort them off the floor while the other keeps an eye on the other players.
- Referees should not allow the other players to leave the players bench area until the penalised players have entered the penalty box. The referee shall then direct one player from each team to collect any equipment from the floor.
- Give the penalty assessment to the captain or alternate captain of each team. This discussion will be clear, short and to the point.
- The referee shall focus on getting play going as quickly as possible.

Bench Clearing Brawl

- It is very important that you get the first player to leave the players bench or penalty bench.
- When the original two combatants begin to tire, both referee should move in and separate them and get them to the penalty box.
- Order all other players back to their respective bench areas.
- If the brawl occurs in the last 5 minutes of the first, second, or third quarter it may be wise to send the teams to their dressing rooms and start the break. This gives the players time to cool off and gives you time to assess penalties.

Helpful Hints in Breaking Up a Fight

Continually talk to players involved. Do not hold players once they have been separated. Skate between players involved until they calm down. Skate with or between players to the penalty bench or exit and remain with them until they have left the playing surface. Make sure players are separated on the bench unless there are separate benches. Both Referee shall mentally record the number of the players involved. Do not grab a player's stick and pull it away from the player, instead push the stick away with an open hand. Protect players. It is your duty to see that no player gets the advantage over another player due to the way you are breaking up the fight. Protect yourself. Do not be over eager or zealous. It is a time to exercise extreme caution and good judgement

Players Becoming Involved With Spectators

- Make sure you get the numbers of the players involved.
- Use police or security, if it is available.
- Report the incident in detail (in writing) to your Association.

Note: In this situation, you may have to penalise the players involved and/or remove the spectator.

Ensure that you saw the entire incident, possibly through consultation with the other Referee and your off-floor officials before you make any decision.

PENALTY SHOT

Referee procedure to follow when awarding a Penalty Shot:

1. Announce the number of the player to take the Shot.
2. Place the puck on the centre face-off spot.
3. Instruct the player taking the Shot that once he touches the puck that he must go straight in, and the puck must be kept in motion towards the opponent's goal line.

4. The player is allowed one shot at the goal and once the puck is shot, the play is considered complete.
5. Instruct the player to wait until you blow the whistle to commence the Shot after you are positioned on the goal line.
6. Instruct the goalkeeper that he must remain in the goal crease until the player taking the shot touches the puck.

Position of the Officials and Their Duties during a Penalty Shot

1. One Referee must position himself on the goal line. Preferable, the Referee should position himself on the side of the goal closest to the player's stick. By this is meant that if the player taking the Penalty Shot shoots left the Referee should be on the right side of the goal facing the player. The reason for this is to give the Referee a better view of the Shot as the player's body would not block the Referee's view in the majority of cases. When all the players and officials are in position, the Referee should blow his whistle and signal the player to begin the Shot.
2. The other Referee should be positioned at the centre line on the other side of the rink away from the bench of the team against which the Shot is taken. This Referee should see that all players are off the rinks surface during the Shot. He is also there to ensure that there is no interference or distraction from the teams during the course of the Shot.
3. The goalkeeper must remain in the crease until the player taking the penalty shot touches the puck, and in the event of a violation of this rule or any foul committed by the goalkeeper, the Referee shall allow the Shot to be completed but signalling such violation by raising his arm and if the Shot fails, he shall permit the Shot to be taken over.

FACE-OFFS

Procedures

- The entire blade of the stick does not have to be flat on the floor. As long as the tip of the blade touches the floor, this is sufficient-for the face-off.
- Only a player's skates need to be outside the face-off circle or behind the two restraining lines on the outside of the face-off circles.
- Players who do not line up properly should be ordered out of the face-off (after one warning), but remember the official cannot designate what other player will take part in the face-off as this is a team decision but such player must be a player on the floor at the time.
- Referees should check quickly around to make sure players behind are in position before dropping the puck.
- Do not telegraph the "drop" by raising the arm then throwing the puck down.
- A goalkeeper may not participate in a face-off.
- For end zone face-offs where there has been a premature entry into the circle by a player behind the Referee, then the other Referee is responsible for stopping play, whereas if the player in front of the Referee taking the face-off, then he should blow the whistle to stop play.
- The determining factor as to which end zone face-off spot will be used to conduct a face-off is determined by the side of the floor the puck is frozen, unless shot, then it goes to the side of the shot.
- A player not taking the face-off may not be skating around.
- Contact by a player taking a face-off with the opposing player (before puck is dropped) will result in the official removing that player with no warning.
- The second violation by a team during the same face-off shall result in a minor penalty for "face off violation" to the player who commits the second violation by his team.
- For end zone face-offs at the face-off circles, where a player (not taking the face-off) enters the circle or is in the circle before the puck is dropped shall result in the player who is about to take the face-off

- being removed without a warning and replaced by any other of that team on the floor.
- Whenever a player has been removed from a face-off at the end zone circles the referee must warn the team on the first violation.
- Any further violation will result in a penalty being assessed.
- The other Referee must watch for players entering the circle behind the back of the Referee taking the face-off. If the other Referee observes such face-off infraction (players in the circle), he is to blow the whistle and notify the other Referee taking the face-off. If this is a second violation, the referee will assess a penalty.
- A player is not permitted to have his head over the face-off spot. If the player persists, after one warning, remove the player from the face-off.

OFFSIDES & PASSES

- The back Referee should point towards the zone where the pass is going to using the arm furthest out from the boards if there is a potential offside situation, indicating that the puck has been passed from behind the centre line.
- If it is obvious the play is offside, both Referees should whistle the play.
- In this situation, the back Referee will go to the location of the face-off, otherwise the Referee who blows the whistle will go to the face-off location.
- If it is a play that happens very quickly and the play is close to the red line, the front Referee should call the play, while if the pass originated close to the centre line, then the back Referee should call the play.
- The Referee calling the play will go to the location of the face-off and conduct the face-off, while the other Referee will retrieve the puck.
- If one Referee is close to the puck, then he may retrieve it and take the face-off himself.
- When the "offside" is called, then the Referee calling the play will whistle play down and point back to the origin of the pass.
- Where the back Referee, due to being blocked out is unable to determine where the puck was shot, it now becomes the responsibility of the front Referee to cover for his partner and determine the outcome of the play.
- Referees should most definitely refrain from using the "wash-out" signal every time play crosses the centre red line when no offside pass has occurred. ***However if it is a "close call" situation but not off-side then they should give the "wash-out" signal to let the players, team officials and spectators know that they saw it.***
- If the Referees have erred in calling an offside pass infraction under any condition, the face-off shall take place at the centre face-off spot.

Offside Situations

- 1) The puck is passed from a player behind the centre line to a teammate with both skates over the centre red line. OFF-SIDE.
- 2) The puck is passed from a player over the centre line to a teammate over the centre red line. LEGAL PASS.
- 3) The puck is passed from behind the centre line up the floor. The puck hits the body or stick of an opposing player and is then picked up by an attacking player over the red line. LEGAL PASS.
- 4) The puck is passed from a player behind the centre line to a player who has both skates back of the centre red line, but who takes the puck on the stick which is over the red line. LEGAL PASS.
- 5) The puck is passed from a player behind the centre line to player who has one skate on or back of the red line and one skate over the red line and who takes the puck on the stick over the red line. LEGAL PASS.
- 6) The puck is passed from a player behind the centre line. A teammate is standing behind the centre red line. After the puck crosses the red line, the player who was behind the line crosses the red line and picks up the puck. LEGAL PASS.

- 7) The puck is passed from a player behind the centre line to a player who has both skates over the red line, but who stops the puck with the stick back of the red line. NO OFF-SIDE yet, as the puck has not crossed the red line.
- 8) The puck is passed from a player behind the centre line to player who has both skates over the red line, but who stops the puck with the stick back of the red line. The player in this position now pulls the puck over the red line. OFF-SIDE.
- 9) The puck is passed from a player behind the centre line to a player who has both skates over the red line, but who stops the puck with the stick back of the red line. The player in this position now comes back, puts one skate on the red line, then pulls the puck over the red line while one skate is still on the line. LEGAL PASS.
- 10) The puck is passed from a player behind the centre line to a player who has both skates over the red line. This player stops the puck with the stick back of the red line. The player in this position now passes the puck across the floor to a player who is also over the red line. OFF-SIDE.
- 11) The puck is passed from a player behind the centre line to a player who has both skates over the red line, but who deflects the puck with the stick (that is behind the red line) over the red line. The puck continues on over the red line. OFF-SIDE. As soon as the puck crosses the red line, stop play regardless of who may control the puck.
- 12) The puck is passed from a player behind the centre line to a player who has both skates over the red line, but who stops the puck with the stick back of the red line. The player in this position now passes the puck across the floor to a player who is back of the centre red line. LEGAL PASS.
- 13) An attacking player in the attacking zone shoots the puck which rebounds off a defending player in the defending zone and is picked up by another defending player over the centre red line. LEGAL PASS.
- 14) The puck is passed from behind the centre line, and a teammate is standing over the centre red line as the puck crosses the red line. This player now comes back over the red line or touches the red line, then goes down and picks up the puck. LEGAL PASS.
- 15) A team is shorthanded. They pass the puck from behind the centre line The penalty expires and the player who was in the penalty box enters the playing surface on his attacking side of centre. The player then proceeds to play the puck. OFFSIDE.
- 16) A team is shorthanded. They pass the puck from behind the centre line into their attacking zone. The penalty expires and the player who was in the penalty box enters the playing surface on his defending side of centre, and proceeds over the centre line. The player then proceeds to play the puck LEGAL PASS
- 17) A team is shorthanded. They pass the puck from behind the centre line into their attacking zone. The penalty expires and the player who was in the penalty box enters the playing surface. An opposing player then proceeds to play the puck. LEGAL PASS
- 18) A team is shorthanded. They pass the puck from behind the centre line into their attacking zone. The penalty expires and the player who was in the penalty box enters the playing surface skates to the centre line and touches it with his skate. The player then proceeds to play the puck. LEGAL PASS

Offside Summary

BOTH the puck and an attacking player are in the attacking zone. The pass originated in the defending zone. The attacking player has both feet over the centre red line the instant the puck is passed over the centre line by a teammate. The attacking player has preceded the puck into the attacking zone. Signal potential offside by pointing to possible offending player(s). If either the puck has cleared the zone, OR all of the ineligible players have cleared the zone, OR an eligible player has touched the puck then drop your arm. Offside not in effect.

Special Situations

A special situation arises when a team has a **POWERPLAY** (ie - has more eligible players on the playing surface than their opponents) and the puck is in their attacking zone.

If the puck leaves the attacking zone, then ALL players of the attacking team must clear the attacking zone at the SAME TIME by making skate contact with the centre red line, or completely returning to their defending zone. If this does not occur, once the puck enters the attacking zone there will be an immediate stoppage of play. The resulting face-off will occur at the defending end zone face-off spot of the offending team.

The Referee will signal this potential situation by pointing back to the defending zone of the offending team (towards the goalkeeper of the team on the power play) once the puck leaves attacking zone. The Referee will either whistle the play down when the puck crosses the centre line, or drop the signal once the offending team has completely cleared the zone, whichever comes first.

ILLEGAL CLEARING (ICING)

Procedure

- The back Referee should initiate the illegal clearing situation signal by raising his arm straight above the shoulder.
- The front Referee will blow his whistle and raise the non-whistle arm after the puck crosses the goal line.

Note: The front Referee will blow his whistle for the icing or give the wash-out signal.

Note: As the front Referee goes in deep, in the end the back Referee must move up to the centre line.

- The back Referee (after the whistle is blown) will fold his arms (icing signal), point to the end face-off circle where the face-off is to take place, and then proceed to the end face-off circle. This official will conduct the resulting face-off.
- The front Referee will retrieve the puck, skate to the far end and take his position by the high zone face-off spots.
- Basically, the front Referee should always determine whether or not the player can play the puck.
- If there is no signal from the back Referee, then the front Referee is on his own. He may call the icing if he is definitely certain it is icing.
- The front Referee going in deep on a possible icing fails to acknowledge the back Referee's wash-out signal and blows the whistle to indicate icing. Face-off at centre.
- Where the back Referee is unable to determine whether or not the puck has been shot or deflected from behind the centre red line, the front Referee may give the wash-out signal.
- Regardless of the situation or reason, whenever icing is waved off by either Referee, the other Referee shall acknowledge by also giving the wash-out signal.
- The determining factor for icing depends on the number of players the team has on the floor at the instant the puck is shot.
- An icing cannot occur directly from a face-off.
- The face-off takes place at the end face-off spot on the side of the floor from where the puck was shot on an icing the puck.
- When the time of a penalty is up, the Off-Floor Official should open the gate of the penalty bench. In icing situations, this indicates the player is classified as being on the floor.
- Where the puck is shot by a player from behind centre red line into the opponents goal, the goal shall count.
- If you are going to wave off an icing, do not wait until the puck has stopped 3 centimetres away from the goal line to make the call. If a defending player has a reasonable chance of playing the puck then wave off the icing call immediately.
- If a mistake is made in calling of an icing the resulting face-off shall take place at centre.
(ie- Calling an icing against a team that is playing shorthanded)

Icing Situations

- 1) The puck is shot from behind the centre red line down over the goal line. ICING.
- 2) The player is standing with both skates back of the centre red line and with the puck on the stick over the red line shoots the puck down over the goal line. NO ICING.
- 3) The puck is shot by a player from behind the centre red line and goes into the goal. NO ICING, GOAL COUNTS.
- 4) The puck is passed by a player who is back of the centre line to a player who is over the centre red line. The puck hits the players body or stick, then goes down over the goal line. NO ICING, OFFSIDE.
- 5) The puck is shot by a player standing behind the centre red line. The puck goes down the floor through the goal crease and then over the goal line. NO ICING.
- 6) The puck is shot by a player standing behind the centre red line. The puck hits the body or stick of an opposing player then goes down over the goal line. NO ICING.
- 7) The puck is shot by a player behind the centre line, then hits a teammate's body or stick behind the centre red line and goes down over the coal line. ICING.
- 8) The puck is shot by a player behind the centre line, to a teammate who is standing with both skates back of the centre red line. The puck hits the stick which is over the centre red line, then goes down over the goat line. NO ICING.
- 9) The puck is passed by a player behind the centre line, to a teammate who is standing with one skate over the centre red line and one skate behind the centre line. The puck hits the stick or skate which is over the centre red line, then goes down over the goal line. NO ICING
- 10) A player standing with one skate on the centre red line and one skate over or back of the red line, and the puck on the stick over the red line, shoots the puck down over the goal line. NO ICING.
- 11) The puck is shot down the floor from behind the centre red line, hits the end boards, then rebounds back through the crease. ICING (**Note:** Icing occurs when the puck crosses the goal line).
- 12) A player standing with one or both skates on or back of the centre red line, and the puck on the stick over the red line, shoots the puck down over the goal line. NO ICING.
- 13) The puck is shot by an attacking player and hits a defending player who is back of the centre line. The puck, after hitting the defending player, then goes down over the opposing goal line. NO ICING.
- 14) The puck is shot by a player standing behind the centre red line. The puck goes down the floor touching part of the line forming the goal crease, then goes over the goal line. ICING.

Icing Summary

- The determining factor is where the puck left the player's stick.
- The puck was shot or intentionally redirected from behind centre.
- The puck was not touched, played, or deflected off any player after crossing the centre red line.
- The defending team had no REASONABLE chance of playing the puck.
- Both teams are at equal strength on the floor.

SCORING OF GOALS

In the two referee system, the official positioned by the goal line will signal-the goal and report who scored the goal (and any assist) to the official scorer. The official positioned by the high zone face-off spot will retrieve the puck and conduct the ensuing face-off at centre.

Note: The Referee should avoid taking up their position in front of the bench of the team who has just been scored upon, the "unhappy bench".

OBJECTIVES OF SUPERVISION

- To assist the development of officials through meaningful feedback
- To improve the quality of officiating
- To develop consistency in the assessment of officials
- To provide instructional follow-up which reinforces the clinics and teachings
- To develop consistent officiating with reference to rule interpretation, rule enforcement, positioning, techniques and signal presentation.
- To assist peak performance from officials by providing sincere, encouraging support
- A supervisor plays a critical role in the development of game officials. Supervisors must be able to coach, evaluate and support officials.

Coach

As a coach, a supervisor will look specifically at two areas, technical skills and rule enforcement.

Technical skills include the following:

- positioning
- skating ability
- signal procedure
- penalty procedure
- rule knowledge
- appearance
- fitness
- teamwork
- face-off technique

Rule enforcement is an important area and a supervisor will be observing whether an official is prepared to call penalties for rule infractions. The supervisor will also be watching to see if an official is consistent with the application of the rules throughout the entire game. An official's penalty standard must be appropriate for the level of hockey being officiated.

Evaluate

A supervisor will monitor the official's level of skill development in comparison to officials with the same experience. It is important to an official's development and to coaches, players, fans, and other officials, that games are assigned according to the official's capabilities. The supervisor will evaluate the level of hockey the official is capable of officiating.

Support

The supervisor represents the Association and Federation and will provide feedback in a meaningful manner. The supervisor will identify areas of strength and areas where improvement is required.

DUTIES OF A SUPERVISOR

Pre-Game

- The supervisor will come into the officials' dressing room to meet the officials working the game.
- An official can and should ask questions of the supervisor. These questions could be on rules, positioning and/or procedures. Remember the supervisor is there to help.

During the Game The supervisor may come into the officials' dressing room to provide some minor tips on positioning. The supervisor will mainly give positive feedback at this time.

Post Game A written evaluation, providing feedback, is given to each official. This is an opportunity for a positive discussion between the supervisor and officials on areas of strength and improvement.

Tips On Receiving Supervision

- The official must be prepared to accept constructive comments. Any constructive comments should be accompanied by suggested corrective action. The problem is described and then the official is given ideas on how to correct it.

- An official is encouraged to take notes and ask questions.
- The official should pay attention to what is being said by the supervisor.
- When the supervisor is speaking to other members of the officiating team, pay attention, as you may learn some valuable tips.
- Do not make excuses for the areas where improvement is needed.
- Do not compare or challenge a supervisor with another supervisor's advice or feedback. This leads to a very uncomfortable situation.

Role Of The Supervisor

1. Coach - Develop each official to their potential.
2. Evaluate - Determine the level of his/her skill development.
3. Support - Support Officials, Association, Federation, League & Executive.

A Supervisor Must Be Prepared To Discuss Two Areas:

1. Technical Strength
 - positioning
 - procedures and techniques
 - skating ability
2. Game Management and Feel for the Game
 - standard of rule enforcement
 - feel for the game
 - game management

Did you honestly feel this official was moving towards improving the standard within the guidelines of good game management?

Many officials are working with unwritten rules that are wrong or badly distorted. Only open and honest discussion can correct this.

It is very difficult to find officials who have the courage and skill to set the standards. Officials need support, direction, and encouragement to develop into the leaders that we require. This is the role of the supervisor.

Rule Knowledge

- This will either be correct or incorrect
- A serious violation could mean failure of the supervision.

Fitness

- Does the official skate hard when necessary.
- How hard do they skate at the end of period / end of game.
- How well do they cope with long stretches of play.

Appearance

- Do they look fit.
- Do they look like a referee.
- Appearance of equipment (clean laces, skates crest)

Skating Ability

- Forward / Backward.
- In Transition.
- Style.
- Tight Turns / Stops.
- Ability to read play.

Positioning

- End-zone positioning.
- Following play.
- To the net.
- For penalty infractions.
- Face-off positioning.
- In the road.
- For goals.
- For Icings / offsides.

Signals

- Correct / Crisp.
- Not too antagonistic.
- At the right times.

Procedures

- Penalty.
- Fight.
- Line change.
- Icing / Offsides. (Referee)
- Correct.
- Understanding.

Judgement / Consistency

- Judgement.
- Consistency.
- Is the standard appropriate.
- Does official maintain the standard.

Attitude

- Off & On Playing Surface.
- Before game.
- During supervision discussion.

Reaction Under Pressure

- Appropriate reaction.
- Shows courage.
- Looks calm.
- Able to take charge.

Rapport / Communication

- Do players talk to the official with respect.
- Communicate effectively during play.
- Coach communication.
- Can he take charge.

Feel for the Game

- Are the players frustrated.
- Did the official display a knowledge of expected league standard.
- Teams' reaction.
- Difficulty of assignment.